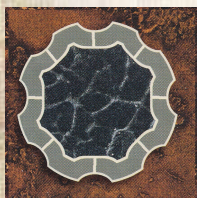


# Tripping Hazards & Dungeon Decor for **HEROQUEST**

As with many gamers, I found that my other board games and table top games could synergize with my love of HeroQuest. This has lead to a life long habit of adapting, brewing, and grafting, concepts to my HeroQuest adventures. Some ideas the players have enjoyed, others, not so much. What follows is a selection of additions I have developed for my games. Use what you will, or not. Here are 15 different chits with ideas, some inspired by my [Mage Knight](#) addiction.



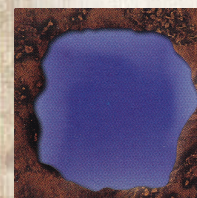
- 1) **Tiered Fountain.** This fountain can be a destination, a rest location, or simply decoration. I have used it as a magic fountain that grants the reuse of spells, heals body or mind points, and on one occasion, as the source of a particular color of ink. Being that it is not a 3-dimensional construct on the board, I treat it as not blocking line of site, but will block movement.



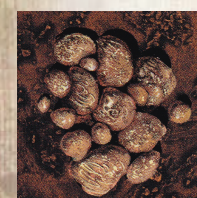
- 2) **Ornate Stone Column.** Good for blocking Line of Site, Movement and holding up the ceiling. Also making them destructible so that the roof falls in on the Heroes.... It can go over very well if the Heroes figure out how to destroy them and bring the roof down on their enemies. Say giving the Column 8 Body points of Damage before it collapses and after a given number, Say 5) are destroyed the room caves in killing everything and sealing off the escape route.... never done that.....



- 3) **Pile of Bones.** Who doesn't like a pile of bones? So here we have a few options. Perhaps this pile of bones allows Searching for Treasure, even in a hallway. Perhaps it is just decoration. Perhaps it is lot of bones and makes movement trickier, causing the Hero to have to spend more movement per square of bones. One of my favorites, after the Heroes search the bones, and leave the room...a Skeleton raises up and follows them to attack on Zargon's turn. Vengeance for grave robbing.



- 4) **Pool of Water.** Good for extinguishing burning Heroes. Also good for Increasing movement difficulty the hero must roll any Shield on a Combat Die, or slip and fall losing the rest of their move. Perhaps there is a pit trap under it, so the hero that fails falls in to the pit. In this case The Hero must drop all metal armor and weapons so that they can float enough to escape using all of their movement next turn. Failure to do so will result in 1 body point of damage, each round until rescued or dead. Heroes adjacent to the pool can attempt to remove the trapped Hero by rolling over the drowning Hero's current Body Points as their action for the turn.

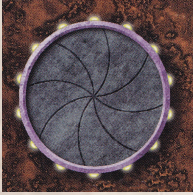


- 5) **Pile of Rocks / Pile of Eggs.**
- As a Pile of Rocks, adjacent Heroes may throw a rock as their attack. Thrown rocks are 1 Attack Die. The pile of rocks never runs out. A Hero may carry a number of rocks equal to their current body points.
  - As a Pile of Rocks this Square is very difficult to pass through and Heroes doing so must spend 3 movement for each Square.
  - As a Pile of Eggs, their parents are more aggressive in a location with a pile of eggs. All attacks from creatures in the area add 1 Attack Die to their Combat Dice. Conversely Creatures in the Area will be less cautious and their Defense Dice are reduced by 1 Combat Die.
  - As a Pile of egg, this is terrain that becomes more dangerous as Heroes pass through the Square. The first Hero has no difficulty. The second hero must pay 2 Movement per Square due to the broken eggs and slimy stone under foot. Each Hero after the first will increase the difficulty of the square by 1 movement point up to a maximum of 4 movement points per Square. Heroes that lack the required Movement cannot leave the square, they block Movement through that Square though not Line of Sight, after all they slipped and fell down.





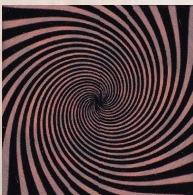
- 6) **Chasm / Edge.** These spaces are impassable. Squares with 50% Chasm / Edge, can be walked on if the Hero rolls a combat die for each Square of Chasm / Edge they cross. A Skull result will tumble the Hero over the side where they will cling to the in desperation. They can hold on for a number of turns equal to their current Body Points. Adjacent Heroes may pull the fallen Hero back to safety if the total body points of all adjacent Heroes is equal to or greater than the fallen Hero's unmodified Body Points.



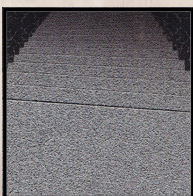
- 7) **Teleportation Pad.** A Hero or an Enemy that moves on to a Teleportation Pad is instantly removed from the board. On their next turn they materialize. Where is optional, options include but are not limited to:
- Another teleportation pad, it will reset once the Hero / enemy steps off of it.
  - A known Square on the quest map.
  - A Square chosen by the Hero in an area previously explored on the map.
  - Any Square chosen by the Hero.
    - They may materialize in a wall, the hero is dead.
    - They may materialize over a chasm, they react as though they failed to avoid it.
    - They may materialize over a trap, it will automatically trigger, even if the trap has a chance to be avoided.
    - If the Square chosen is occupied by an enemy, both the enemy and the Hero take 4 Body Points of damage, armor will not prevent this damage.
    - If the Square is occupied by furniture, destroy it and any treasure it may have had, the Hero takes 5 Body Points of damage.



- 8) **Shadow Square / Void**
- Shadow Squares block line of site but not movement. Heroes passing through Shadow Squares cannot attack from the first square outside of the shadow as their eyes are still adjusting. Shadow squares cannot be targeted, though explosions will pass through a shadow square.
  - A hero that stabs into an adjacent shadow square must roll 1 Combat Die to see if they manage to hit anything. On a black shield they hit something and may roll their Attack with 1 less Combat Die.
  - Shadow Squares provide + 2 Defense Dice for the Hero or Enemy is inside the Shadow Square.
  - Void, this is a sideless and bottomless hole in reality, the Hero / Enemy fall out to their death.



- 9) **Swirling Vortex.**
- The Swirling Vortex may be a portal to another adventure.
  - It may be a trap that drains magic from items for the duration of the quest.
  - It may be the locus of magic and overpower casters by giving them a random additional spell when they pass through it. The spell is not lost between quests, though, when it is used that spell will not refresh between quests.
  - It may just spin the hero around, roll 1 movement die, an odd result allows the Hero to continue moving in the direction they were moving. A result of 6 means the Hero is dumbfounded and cannot finish their movement, they lose any remaining movement and obstruct movement as well as Line of Sight until their next turn. A result of 2 or 4 has the Hero retracing their steps that number of Squares before realizing they got turned around, the hero is placed that number of spaces back along the path they had just traveled, they may finish any movement that they have remaining.

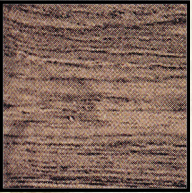


- 10) **Steep Stairs.** They denote elevation changes. Heroes or Enemies at the top of the Stairs gain +1 Attack Die when attacking figures on the Steep Stairs. Heroes or Enemies on the Steep Stairs gain +1 Attack Die when attacking figures at the bottom of the Steep Stairs.





- 11) **Rubble:** Rubble slows Movement by one additional Movement point per Square. The first square is one Movement, the second is 2 Movement, the third is 3 Movement and so on. If a Hero stops in a Rubble space, they start the count at 1 next turn. This represents the Hero picking a path through almost impassable terrain.



- 12) **Plank.** Planks are used to cover Hazards that are the same size as the chit allowing those Squares to be crossed as though the hazard were not there. Planks are Decor that Heroes may choose to move. A Single Square Plank will cover a single Square Pit Trap that had been triggered or most other single Square Hazards. A Plank will not cover any Rubble Squares as they are too unstable for support. The 3, 4, and 5 Square long planks require a Hero with a current Body Point of that value or greater to carry and place the plank. A hero must spend movement points equal to the plank's size for each square, while carrying the plank.

Multiple heroes may carry the plank provided that there is a side or end adjacent to each Hero helping to carry the plank. With multiple heroes carrying the plank, the movement requirement is reduced by 1 for each hero. A Group of Heroes carrying the plank rolls 1 Movement Die per hero. The total of all dice rolled is the available movement for the plank.

- Example, 2 Heroes, a Wizard and a Druid will carry a 4 Square length plank to cross a Chasm 4 Squares wide. Each hero is adjacent to an end.

Moving the Plank, their combined current total Body Points is greater than the length of the plank.

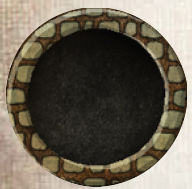
Each Hero rolls 1 die for movement, the Wizard rolls a 6, the Druid rolls a 3, the total is 9 movement points.

There are 2 Heroes carrying the plank so the movement requirement is reduced from 4 Movement per Square to 2 Movement per Square. The Wizard, at the front of the Plank, moves 4 Squares, the Plank and the Druid follow along. All 3 move on the Wizard's turn as a single unit. ( $9 \text{ Movement rolled} / \text{Requirement } 2 = 4.5 \text{ Squares}$ , rounded down to 4 Squares).

On the following Turn they plan to place the Plank

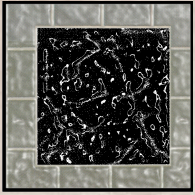
Placing the Plank requires the Wizard to move out of the front position. The Wizard rolls 2 dice for movement. The Wizard moves 1 Square to the Side and 1 Square back to left the Plank. Unfortunately the Wizard could not continue to move the Plank on their turn as they were not part of that unit because they acted independently. Now it is up to the Druid to push the plank in place. The Druid's current Body Points is greater than the 4 of the Plank. They roll one die for movement. They roll 4. The plank moves forward 1 space filling the one Square the wizard just vacated.

The following turn the wizard, now adjacent to the side of the Plank and the Druid adjacent to the rear of the Plank attempt to push the Plank over the Chasm. Both roll 1 Movement Die. The Wizard rolls a 1, the Druid rolls a 5 the total is 6 Movement. This allows the two of them to push the Plank into place over the 3 Square Chasm with nothing to spare.



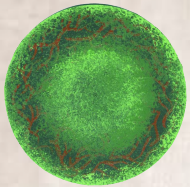
- 13) **Well.** Wells have often been the reason for the success or failure of a town or outpost. Here the Well can be something as simple as a destination or meeting location, or it could be the reason for an adventure. It can be used as a secret entrance to a hidden location or as a portal to another world. Poisoned wells have often been used to decimate populations and historic evidence suggests that populations have been the reason for poisoned wells without knowing that is what is happening. Last and least interesting is just as decoration for the game. Wells block Movement but rarely Line of Sight.





14) **Oil Pool Dais.** Oil catches fire and burns easily and this pool has a stout pungent odor. This low Dais doesn't block movement or line of site. However, If a Hero should walk through it they have a slight chance to slip and fall in place, covering themselves in oil. The Hero rolls 1 Combat Die, on a Black Shield Result they slip, fall, and loose the rest of their turn. The next turn they roll again to see if they manage to stand and move from the Dais. Keep track of the number of failures as this will denote the number of turns that Hero will burn if they are struck by lightning, a fire spell, or a fire based attack. It also denotes the number of turns the Hero is dribbling oil after they pass the Oil Pool Dais. They will leave a path of flammable oil that will remain for the duration of the quest. If the oil is set aflame, it will travel the full path to the Hero, burning all other Heroes and Enemies in its wake. To determine the path, note where that Hero travels for a number of turns equal to the duration they wallowed in the oil. This may be a bit booking heavy but the payoff is amazing.

When the oil catches fire due to a spell, say the Wizard lights up an orc standing in the oil path, or some other "justifiable" reason, it travels the full length of the oil covered path. Heroes and Enemies on the path take 1 Body Point of damage. Oil covered Heroes take 2 Body Points for the number of rounds they were in the oil. Unprotected Scrolls, leather armor, cloaks, bows, and crossbows are destroyed. Damage from the saturated oil fire is separate from any other fire damage suffered by the Hero.



15) **Hyphae Ring.** This fungus ring is popular with faeries. A druid that passes through a Hyphae Ring gains a Pixie Spell even if they ready have one that they have not cast. The mushrooms in this ring can be eaten and will heal 2 Body Points and 1 Mind Point can be regained. This will only be effective once for each Hero in the quest. If the Druid has already received their Pixie Spell the ring will not provide another.

